

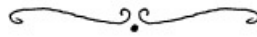
[Turn the page](#) to play the first adventure in the



Visit www.warriorcats.com to download game rules, character sheets, a practice mission, and more!



Written by STAN! • Art by JAMES L. BARRY



Several moons have passed since the end of the “Saving the Kits” mini-adventure, found at the end of the Warriors Adventure Game rules on warriorcats.com. If the players’ cats went through that adventure, they are all now 4 moons older. Before starting play, everyone (including the person who will take the first turn as Narrator) should use the information found in the “Improving Your Cat” section of Chapter Four in the game rules to give their characters the benefits of that passage of time.

Unless you are going to be the first Narrator in this adventure, stop reading here. The information beginning in the next paragraph is for the Narrator only.

The Adventure Begins

Hello, Narrator! It’s time to begin playing “Fever Dreams.” Make sure all the players have their character sheets, the correct number of chips, a piece of paper, and a pencil. Remember that the point of the game is to have fun, so don’t be afraid to go slow, keep all of the players involved, and refer to the rules if you aren’t sure exactly what should happen next.

When you’re ready, begin with 1 below.

1. A Dream of Death

Special Note: This section presumes that the players’ cats come from different Clans. You should modify this section if all the players’ cats are from the same Clan. In that case, only one medicine cat needs to be present, and the fever only needs to affect that Clan.

Read Aloud: “It’s a troubling time for the cats in every Clan. Despite the fact that it is the height of greenleaf, usually a time of good health and full bellies, a mysterious disease has swept through the territories. Cats in every Clan, from the smallest kit to the strongest warrior, have been coming down with a fever that, if not treated quickly, can be deadly. You’ve been called into a meeting with several Clan leaders and medicine cats.”

Narrator Tips: Your job in this scene is to have these Clan leaders and medicine cats tell the characters about how big the fever problem is and to answer the players’ questions. Give the players an idea of what’s going to happen in this adventure—what the goal is, what the stakes are, and what is expected of their cats.

In this meeting are the leaders of two Clans and the medicine cats from the other two. (You can find a list of the current Clan leaders and medicine cats on warriorcats.com.) If the characters ask where the other leaders are, tell them that they are absent because they have come down with the fever and are unable to leave their nests. (If all the cats are from one Clan then this detail is unimportant—everything will focus around that Clan. However, you can still make it so that the Clan leader is one of the cats who is sick.)

The medicine cats are all baffled by the current fever. It is different than greencough—easier to cure, but more deadly if medicine is not given in time. Luckily feverfew, the herb usually used for fevers, works, but so many cats are sick that the Clans are running through their supplies quicker than they can be replenished from local sources.

All of the medicine cats have had the same dream from StarClan—a dream that says if the medicine runs out, many cats will die. The dream also hints at the location of a new supply of feverfew, an untouched patch of the herb that could save the Clans. But the patch is far away, and the medicine cats have to stay with their Clans to treat the sick.

The players’ cats have been chosen because they are young, strong, and haven’t contracted the fever—yet. Their vital mission is to find this new patch, gather as much feverfew as possible, and bring it back quickly.

Unfortunately, as dreams from Star-Clan often are, this one was short on specifics. The medicine cats can only repeat StarClan’s words to the characters:



To the north, the Hill That Cries holds what you need... Along a winding face, topped with dozens of eyes, you will find one special pool with a garden of the herb you seek.

The medicine cats have no more information, but will teach the characters how to wrap feverfew in leaves to make it easier to carry back. They stress that this is one of the most important missions in the history of the Clans. If the characters cannot bring back a new supply of medicine within a week, many cats will die. Because of that timeline, the medicine cats are sure that the Hill That Cries must be within three days’ travel from the lake; otherwise, it would be impossible for the cats to go there and return in time.

What Happens Next: When the players understand the situation and their assignment, continue with 2.

2. A Long Journey

Special Note: There is no Read Aloud section in this scene as it involves mostly the Narrator improvising the first part of the journey.

Narrator Tips: At this point, you can either lead the characters through a journey to the Hill That Cries, or you can decide to skip that time and get

right into the adventure. Some players will want to spend time on the journey, hunting and figuring out where to go, and other players will not. It's up to you, as Narrator, to figure out what your players would enjoy most. If they want to take time to go through the journey, use the snippets of information below to build the scene.

- The trip takes them along the edge of some Twoleg nests, and the cats may meet up with rogue cats or kittypets on the way. Those cats don't know of any Hill That Cries, but they can say that the nearby hills do have a lot of small lakes and ponds.
- If extra excitement is needed, the cats may be chased by a dog or have to cross a Thunderpath.
- The cats may want to do some hunting for fresh-kill along the way. Use the information in Chapter Five of the rules to lead the players through that activity.

When the scene feels complete, the cats have arrived at the Hill That Cries—a thickly wooded hill that has a pair of thin, quickly rushing streams coming down it side by side, making it appear as though the hill is indeed crying.

What Happens Next: There are three ways to head up the hill—follow the rocky shore of the streams, go directly into the woods, or go along a dirt path that was clearly made by Twolegs.

If the cats walk beside the streams, continue with **6**.

If the cats go directly into the woods, continue with **7**.

If the cats follow the Twoleg path, continue with **8**.

This marks the end of the chapter. After the characters have made their decision about which way to go, hand the adventure to the next person who will take the role of Narrator, tell him or her what number to continue with, pick up your cat's character sheet, and resume playing the game.

3. The Crumbling Cliff

Read Aloud: "The cliff is made of very soft rock. Although that means that your claws can grab tight, it also means that the rocks sometimes crumble when you grab them."

Narrator Tips: Climbing the cliff is practically impossible, but the cats may not figure that out right away, and finding out the hard way can be bad for their health. Make sure the players understand that falling from the cliff may cause their cats to be seriously injured.

Climbing the cliff requires a total of five successful Climb Checks. Each Check will be harder than the previous one. The first Check only requires a total of 4 or higher to succeed, but each Check after that increases in difficulty by +2. So the second Check requires a total of 6, the third Check requires a total of 8, the fourth a total of 10, and the final Check requires a total of 12 or higher to succeed.

You, the Narrator, should stress to the players how difficult the Check will be before their cats decide whether or not to attempt it. They should know how difficult the task will be because failure has a severe penalty.

If a cat fails a Climb Check, he or she has slipped or the rock has crumbled—the cat is falling off the cliff. That cat must immediately make a Jump Check. If the total is equal to or higher than the difficulty of the current Climb Check, the cat is okay. For example, if it was the third Climb Check (which would need a total of 8 to succeed), then the Jump Check must also be 8 or higher in order to succeed. If the Jump Check is too low, the cat will sustain injuries. He or she loses a number of chips equal to the difference between the Jump Check total and the target number. For example, if the cat needed an 8 to succeed but the Check total was only 5, he or she loses 3 chips! (The player may choose which type of chip to lose.)

If a cat realizes that a Climb Check is too difficult and wants to go back down the cliff voluntarily, he or she may do so by making a Jump Check. If the total is 5 or higher, the cat gets down safely. If the total is 4 or lower, the cat is injured and loses 1 chip (player's choice).

What Happens Next: If any of the cats are Knocked Out, continue with **12**.

If the cats decide to take the route by the river instead, continue with **6**.

If the cats decide to take the Twoleg path instead, continue with **8**.

If all the cats manage to climb the cliff safely to the top, continue with **5**.

4. A Strange Thunderpath

Read Aloud: "The thick forest of trees gives way to a large, open meadow. But this meadow is being patrolled by an angry group of Twoleg monsters!"

Narrator Tips: This is the meadow where the humans are riding their ATVs. They are driving as fast as possible then skidding to a stop, using small hills to cause their vehicles to jump into the air, going into the woods along narrow paths, and then returning to the meadow at full speed.

To the cats, this will be an almost inexplicably strange sight. Try to describe it in the weird and alien way it would seem to a cat—let the players make their own conclusions about what's really going on.

There is no more path to follow, but it is easy to tell which way the cats have to head in order to reach the top of the hill. If any cats try to use their senses to find clues as to where to go next, they may uncover the following. Any of the following Checks must have a total of 5 or higher in order for the cat to perceive anything over the ruckus the monsters are making. A Listen Check can reveal the faint sound of splashing water just a little farther up the hill—a sign that the pools of water they're seeking may be nearby. A See Check can reveal a small stream running through the meadow—another sign that pools of water may be nearby. A Smell Check can reveal the scent of fresh herbs wafting down from the woods beyond the meadow—perhaps even the distinct scent of feverfew.



Unfortunately, the only way to get to the woods is to cross this grassy meadow and, hopefully, avoid the monsters along the way. If the cats try to sneak around the outside of the meadow, they keep finding that

monsters suddenly appear out of the woods and force them back the way they came. Their only real hope is to cut across the meadow or go back toward the dirt path. Of course, they can also head back down the hill and try a different route entirely.

If the cats decide to try to cross the meadow, it's just a matter of timing and luck. Each cat in turn must do the following.

1. **Make a Focus Check**—This is to help them concentrate on this important task. If the total is 4 or higher, the cat gets a +1 bonus to the Checks in steps 2 and 3 below. If the total is 7 or higher, the bonus increases to +2.
2. **Make a See or Listen Check**—This is to recognize the pattern the monsters are following and time a safe sprint across the open field. If the total is 3 or less, the cat gets a –1 penalty on the Pounce Check below. If the total is 6 or higher, the cat gets a +1 bonus to the Pounce Check below.
3. **Make a Pounce Check**—This is to make the dash across the field. If the total is 7 or higher, the cat gets across safely. If the total is between 4 and 6, one of the monsters steps on the cat’s tail and the cat loses 2 chips (player’s choice) from the injury. If the total is 3 or less, one of the monsters swats the cat, doing damage that causes the cat to lose 4 chips (player’s choice) from the injury. As long as the cats aren’t Knocked Out by this damage, they make it safely to the far side of the meadow.

What Happens Next: If the cats all make it across the meadow, continue with **5**.

If any of the cats are Knocked Out, continue with **12**.

If the cats decide to go back to the Twoleg path, continue with **10**.

If the cats decide to take the route by the river instead, continue with **6**.

If the cats decide to go directly into the deep part of the woods, continue with **7**.

5. You Give Me Fever

Read Aloud: “Despite the fact that it’s a warm day in the middle of greenleaf, you feel cold. In fact, you find yourself beginning to shiver slightly.”

Narrator Tips: Although the cats seemed completely fine at the start of the adventure, the truth is that they were already infected with the fever that is ravaging the Clans. But out here in the middle of a strange land, there is no medicine cat to take care of them, nor a comfortable nest to lie down in. The cats must press on. If they are successful in their mission, they will have feverfew to cool their brows. But until then, they must muddle through as best they can.

This isn’t a dramatic scene so much as it is a time when the cats have to muster their willpower and press on despite the fact that their own bodies are working against them. Whenever the cats reach this point, each must make a Spirit Check.

The first time a cat plays through this scene, if the total of the Spirit Check is 5 or higher, nothing happens. If the total is 4 or lower, though, he or she is feeling ill and must lose 1 chip of the player’s choice—as though the cat had taken damage in a fight (see Chapter Five of the game rules for details).

Each time the cat plays through this scene, the difficulty of the Spirit Check increases by 1. So the second time it must total 6 or higher in order to succeed, and it must total 7 or higher to succeed on the third time. This continues until the cat is cured of the fever.

What Happens Next: If the cats have just finished following the river or climbing the Twoleg path, this is the end of the chapter. Pass the adventure to the next Narrator and tell him or her to continue with **15**.

If the cats have just left one of the wrong ponds or successfully climbed the cliff, this is the end of the chapter. Pass the adventure to the next Narrator and tell him or her to continue with **16**.

If the cats have found the right pond, go back to **20** and follow the additional instructions.

6. Down by the River Side

Read Aloud: “As you go up the hill, the rocks grow bigger and the streams get wilder. So just as the climbing gets tougher, the rocks also become harder to navigate.”

Narrator Tips: Your job in this scene is to give the characters some information, and then let them choose their path. There are three main paths the cats may take. They can walk along the slippery rocks, dangerous as it may be. They can move away from the stream to the forest’s edge, but since the rocks along the stream are growing bigger, it will be impossible to see the water and the cats won’t know if the streams point to anything important. Finally, the cats can decide that walking along the stream is not the way they want to go after all, and they can try one of the other ways up.

You should give the players a chance to discuss the matter. Each course of action has its own ramifications and possible dangers. Your job is to make sure they understand that all the choices have their own element of risk.

What Happens Next: If the cats decide to walk along the slippery rocks, continue with **13**.

If the cats decide to move to the edge of the woods, continue with **11**.

If the cats decide to leave the stream and go into the deep woods, continue with **7**.

If the cats decide to leave the stream and go up the Twoleg path, continue with **8**.

7. Into the Woods

Read Aloud: “The woods are unusually dense, with trees growing close together and the ground covered in a thick underbrush. Still, you’re able to make steady progress.”

Narrator Tips: This scene is about the cats moving through the woods on the lower part of the hill. The going is tougher than they might hope because they have to push their way through underbrush and wind their way between trees. However, the cats still seem to be making good time, which seems odd. Have the characters each make a Ponder Check, and anyone whose total is 3 or higher realizes that the reason things are going quickly is that they don’t really seem to be going uphill very much—which is strange considering that they’re supposed to be climbing a very tall hill.

Once the cats realize this and the players have had a chance to talk about what it might mean, continue below.

Read Aloud: “As you push through the underbrush, suddenly you find yourself stepping into a clearing. A short field of grass leads up to a sheer wall of rock that is nearly as tall as the trees themselves.”

Narrator Tips: The reason this section of the woods has been so flat is that it runs directly up to this cliff. In order to continue to the top, the cats will have to either climb this cliff or go back and try one of the other routes up the hill. If the players ask, tell them that the cliff goes almost straight up and

down and that there is not an obvious route or a series of ledges for the cats to use—climbing this cliff will be very difficult and very dangerous.

What Happens Next: If the cats decide to climb the cliff, continue with **3**.

If the cats decide to take the route by the river instead, continue with **6**.

If the cats decide to take the Twoleg path instead, continue with **8**.

8. Sounds and Smells

Read Aloud: “As you’re walking along the dirt path, you notice the odor of the Twoleg monsters. That, in addition to how unnaturally flat, smooth, and uniformly wide the path is, makes you certain that this was made by Twolegs, rather than deer or other large animals. In the distance you can hear strange sounds, similar to but definitely different from those you’ve heard the monsters make along the Thunderpath.” **Narrator Tips:** Although you, as the Narrator, should probably not explain the situation in human terms to the players (because their cats would not perceive things in that way), the easiest way for you to understand this scene is to know what the humans are up to.

The path that the cats are climbing is a private dirt road up to a small cabin. The path is bumpy by human standards, but seems unusually smooth to the cats. Right now a group of Twolegs are visiting the cabin, and they brought some small 4-wheel all-terrain vehicles (ATVs). They parked their trucks by the cabin and are spending the day riding the ATVs through the meadows and paths farther up the hill. They’ve also left a dog by the cabin to guard the site and their equipment.

Of course, the cats don’t know (and wouldn’t understand) any of this. But use the knowledge to describe what the cats can see, smell, and hear as they climb the path. The clues will get stronger as the cats progress, and eventually they will have to decide whether they want to continue to follow the Twoleg path or go through the woods (which would lead them toward where the strange sounds are coming from). Of course, alternatively, they could decide to go back down the hill and take one of the other routes, but of all the ways up the hill, this one is the most certain and easy to follow.

What Happens Next: If the cats stay on the Twoleg path, continue with **10**.

If the cats cut through the woods toward the strange sounds, continue with **4**.

If the cats decide to take the route by the river instead, continue with **6**.

If the cats decide to go directly into the deep part of the woods, continue with **7**.

9. Cats Can Swim

Read Aloud: “With a splash, you’re tumbling through ice-cold water and being carried down the hill and away from your friends. You’ve got to get out of the water fast!”

Narrator Tips: Any cat that’s in the water must make a Swim Check that totals 5 or higher in order to get control of himself or herself. Then the cat must make a second Swim Check with a total of 4 or higher in order to successfully swim over to the edge of the stream. Finally, the cat must make a Climb Check that totals 3 or higher to get out of the water and back onto the



rocks. Any cat that gets safely out of the water in this manner automatically gains +1 in the Swim Skill, but this can only happen the first time. If the same cat falls in again, he or she gains no additional bonus from getting out.

Every time a cat in the water fails a Skill Check, that cat takes damage from being in the chilly river, and must lose one chip (player’s choice). So being in the water too long makes it even more difficult to get out.

The other cats will probably want to follow along the shore and try to help their friends in the water. This is difficult and dangerous. If they try to follow along the rocks, the cats must make a Focus Check each round. If the total is 3 or lower, that cat slips and falls into the water, too.

Alternatively, the cats can jump down from the rocks and follow by the forest’s edge. This is safer, but they can no longer see their friends directly. In that case, they must make a Listen Check with a total of 3 or higher to hear where along the riverbank the swimming cats are.

What Happens Next: If the cats all successfully climb out of the water, continue with **11**.

If one or more of the cats are Knocked Out because of damage taken in the river, continue with **12**.

10. The Twoleg Nest

Read Aloud: “The path winds back and forth as it goes up the hill. Eventually it leads toward a Twoleg nest, and standing in front are a pair of monsters!”

Narrator Tips: The monsters the cats see are two parked trucks that the Twolegs have used to haul their ATVs up to the cabin. The Twolegs are now out riding the ATVs in the meadow, so the cabin is mostly quiet. However, sleeping in one of the truck beds is a dog who was left here to guard the trucks and other gear.

At first, you should describe the scene as being very quiet. Tell the players that if their cats cross the yard and go behind the Twoleg nest, they should be able to continue up to the top of the hill. Also tell them that the monsters here are completely silent and still. Have the cats cross the yard, and ask them to each make a Smell Check to see if they notice anything odd. (Players may also ask if their cats can try other Checks like See or Listen, and you should certainly let them. However, those Skills will not reveal any further information—the dog is completely hidden from sight and although it’s asleep, it isn’t snoring.)

If the total is 5 or lower, the cats notice that the monsters don’t smell as bad as they do when they’re traveling on the Thunderpath, but they do still smell pretty awful. If the total is 6 or higher, they also notice the scent of a dog coming from on the back of one of the monsters.

If the cats cross the yard without taking any special precautions, there’s a very good chance that the dog will wake up. Flip a coin twice. If it

comes up heads on either flip the dog is awake. If the cats are at all noisy while crossing the yard—goofing around or, worse, talking loudly to one another—the dog should automatically wake up.

If the cats try to move stealthily across the yard, have them each make a Sneak Check. Add the totals from all the Checks together to get a group total. If that group total is equal to or higher than the number of cats x4, then they get across safely; otherwise, the dog has woken up. (Do not count the Narrator's cat in this total, only the cats of the players who are actively participating in the scene.) For example, if there are four cats actively trying to go across the yard, the group total of all their Sneak Checks must be 16 or higher ($4 \times 4 = 16$) or the dog will wake up.

What Happens Next: If the cats get across safely, continue with **5**.

If the dog wakes up, continue with **22**.

If the cats decide to go into the woods toward where the monster noises are coming from, continue with **4**.

If the cats decide to take the route by the river instead, continue with **6**.

If the cats decide to go directly into the deep part of the woods, continue with **7**.

11. At a Safer Distance

Special Note: If the players arrive here because some of the cats fell into the water, explain that their cats have realized this is the only safe way to follow the river. If they would rather follow one of the other paths, continue with the choices at the end of scene 2, but tell them that they've lost almost half a day because of this delay.

Read Aloud: "The hill is steep, but traveling by the edge of the woods is much easier than crawling over the river rocks. However, from this vantage point you can no longer see the water."

Narrator Tips: As the cats go farther up the hill, the terrain gets rockier and they have to go around some boulders. It is easy, while doing this, to get turned around and lose track of where the river is. You should describe how the large stones and thick woods mix and overlap to create cliffs and roadblocks and detours that make it difficult to keep a good sense of direction. It's not even always clear which way is up the hill because of little groves and valleys that form in these remote places.

The group should have one cat take the lead. That cat must make a Ponder Check to see if he or she can correctly follow the path.

What Happens Next: If the Ponder Check total is 6 or lower, the cats are lost. Continue with **14**.

If the Ponder Check total is 7 or higher, the cats have successfully followed the river to its source. Continue with **5**.

12. Knocked Out!

Special Note: There is no Read Aloud section for this scene. If the cats have ended up here, it is because one or more of them have been Knocked Out or otherwise been so damaged that the group cannot continue.

Narrator Tips: It is up to you, as Narrator, to describe the results that led the cats to this end. If one or more of them get Knocked Out in the river, were their friends able to pull them from the water at the bottom of the hill or were they washed downstream to some unknown fate? If they were beaten in combat, do they manage to stagger back to their Clan camps or are they now wounded rogues in a strange territory? Were they captured by Twolegs and imprisoned in one of their nests?

The details are left up to you. The one thing that will remain true in every case is that the cats did not get the needed herbs, and the fever continues to ravage the warrior Clans. Many cats will die, and while it's certainly not the characters' fault, they had the chance to prevent it and they failed.

What Happens Next: The adventure is over for the cats. They acted bravely but, in the end, did not have what it took to overcome the dangers they faced.

Although they can be proud of the bravery they showed, the cats do not get any Experience rewards for this adventure. They can, however, play the adventure again, hopefully using the things they learned to bring about a better conclusion the next time.

13. Slippery When Wet

Read Aloud: "The higher up the hill you go, the bigger the rocks get. And wherever the water splashes on them, they're covered with some kind of slippery green plant."

Narrator Tips: Climbing over the rocks is not going to work out



for the characters. It just keeps getting tougher and tougher and eventually they are going to fall into the water. But, as the Narrator, you have to give them a chance to discover that for themselves.

Describe to the players that as they look up the hill, they see the stream turning into a river and the rocks getting bigger and bigger. Also, these bigger rocks are wet almost all the time, so they are completely covered by a thin layer of algae that makes them even harder to climb. Tell the players that the cats can change their minds and walk by the edge of the woods if they prefer.

If the characters want to continue on this route, have all the cats make Climb Checks. If any cat's total is lower than 2 that cat slips and falls into the water (see below for what to do if that happens). If everyone's total is 2 or higher, they can continue. Soon, though, they have to make another Check. Tell the players that this looks like it will be more difficult than the last one. Give them a chance to get off the rocks rather than attempt the Climb Check. If they do try to Climb, this time any cat whose total is lower than 3 slips and falls in.

Continue this process, always giving them a chance to opt out voluntarily and with each successive Check being 1 point more difficult than the last. Eventually, the cats will have to give up voluntarily, or some of them will fall into the water.

What Happens Next: If the cats decide to leave the rocks and go over by the edge of the woods, continue with **11**.

If any of the cats slip and fall into the water, continue with **9**.

14. Where'd the River Go?

Read Aloud: “That doesn’t seem right at all. Shouldn’t the river be where that giant oak tree is?”

Narrator Tips: The cats have gotten lost. This may not panic them terribly since they didn’t really know where they were to begin with, but somehow they’ve got to get their bearings and head up the hill so they can find the pool that has the feverfew.

Let the players suggest ways their cats could find their way out of this predicament. Perhaps they want to listen for the river, or use their innate senses to tell which way is north, or which way is the bottom of the hill they started at. You, as Narrator, have a lot of flexibility to let this scene play out whatever way is most fun for the group. In the end, though, it should require a Skill or Ability Check (whichever one you think is most appropriate), and the total must be equal to or higher than 7 (just as in scene **11**). However, in this instance it is possible for the cats to gather their efforts and work as a team.

Whatever Check is being attempted, one cat should perform it. The others can all perform Focus Checks to try to assist in the effort. For every assisting cat that gets a total of 4 or higher on the Focus Check, the cat performing the main Check receives a +1 bonus.

For example: In a group of five cats, one of them has to make a Ponder Check to figure out how to get to the river. The other four may make Focus Checks to assist. If three of these cats get 4 or higher on their Focus Checks, then the first cat will get a +3 bonus to the Ponder Check. If that total is 7 or higher, then the cats have found the river again.

The cats may try these Checks multiple times, but it doesn’t get any easier. If they spend too many of their chips in failed attempts, the cats will end up in a situation where they no longer have any chance of success.

What Happens Next: If the cats succeed at the necessary Skill Check, continue with **5**.

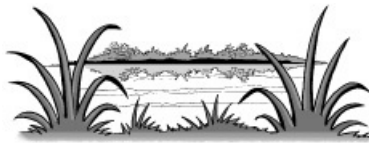
If the cats are in a position where there is no chance for them to succeed at the necessary Skill Check, they remain lost and actually move deeper into the woods. They must rest for the night and try again in the morning. As the Narrator, you can play out this scene in as much detail as you like, but be sure to emphasize that this delay could be tragic if they don’t get the feverfew back to their Clans in time. In the morning, the cats get the healing benefits of a night’s sleep (as described in Chapter Five in the game rules). They also get to refresh their chips. They may now continue with **5**.

15. A Beautiful Pool

Read Aloud: “You’re getting near the top of the hill and still you haven’t seen any of the ‘eyes’ that the medicine cats told you about. Then, as you push through the brush, you see not one but literally dozens of pools of water. Some are no more than large puddles, while others are whole ponds.”

Narrator Tips: Before they go any farther, tell the players that it is time to refresh their chips. Any chips they have spent can now be returned to their chip pool, though chips lost due to injury remain lost. (See Chapter Five of the rules for details on refreshing your chips.)

Now the cats must decide where to search for the feverfew. Let the players talk about it as much as they like. When they’re ready to make a decision, each cat must make a Ponder Check. Add up all their totals to get a group total. If that number is equal to or greater than the number of cats x5, they have gotten an insight into the problem. (Do not count the Narrator’s cat in this



total, only the cats of the players who are actively participating in the scene.) For example: If there are three cats actively Pondering, the group total of all their Ponder Checks must be 15 or higher (3 x 5 = 15) in order for them to get an insight.

What Happens Next: If the cats have gotten an insight into the problem, continue with **16**.

If the cats failed to get an insight, continue with **18**.

16. Guardian

Read Aloud: “Beneath the boughs of an elm tree, you see the most serene and beautiful pond yet. Perhaps this will turn out to be the right one.”

Narrator Tips: Something just feels right about this pool, but before the cats can check it out they will have to deal with one last challenge. A badger has dug its den in the ground near the pool and it doesn’t like to share the clean, clear water with outsiders. Before the cats approach the water, have them each make a Smell Check. Any cat whose total is 4 or higher catches the scent of an animal in the area. Those same cats (and only the ones who succeeded at the Smell Check) may then attempt a Ponder Check to determine what animal it is. If one of these cats has the Animal Lore Knack, this would be a perfect time to use it. If the Ponder Check total is 6 or higher, the cat recognizes the scent as that of a badger. If the total is 7 or higher, the cat remembers the following information about badgers.

***Badgers**—Badgers are smart, tough animals. They are very protective of their territory, especially their dens. They don’t like fighting, but once a fight is started a badger will not quit until it or its enemy is dead. If you happen upon a badger, do not act in an aggressive way. Stand your ground and try to show the badger that you are not an enemy, but you’re also not afraid of it. If it senses fear or danger from you, the badger will attack.*

A cat with this insight knows that the best thing to do if a badger comes out is for a single cat to take the lead. That cat should stand facing the badger and perform an Arch Check, but, and this is very important, none of the cats should appear angry or Hiss at the badger. If the Arch Check conveys enough confidence and calmness, the badger will let the cats pass.

Read Aloud: “With a wuffling snort, a badger waddles out of the burrow. A squat beast with bristly fur, small eyes, and a large, sensitive nose, the most prominent feature on the badger are its long, deadly, sharp claws.”

Narrator Tips: Let the players discuss what to do—don't rush them. Let any cat who does not have the Animal Lore Knack now attempt a Ponder Check. If the total is 7 or higher, the cat remembers the badger information listed above. The cat also knows that it's possible for the rest of the cats to help the one taking the lead. All the remaining cats can make Focus Checks. For each cat whose total is 5 or higher, the lead cat will get a +1 bonus to his or her Arch Check.

If the Arch Check has a total of 8 or higher, the badger snorts again and waddles back into its burrow. Otherwise, it will charge in for a fight.

What Happens Next: If the cats succeed in the Arch Check, continue with **20**.

If the Arch Check fails or if the cats try any other strategy, continue with **21**.

17. Delirious

Read Aloud: "Maybe it's the fever, or just exhaustion setting in, but you're finding it harder and harder to concentrate."

Narrator Tips: Even though they know with absolute certainty that the feverfew is somewhere around this pool, the cats haven't found it yet. By this point, several of them may be suffering the effects of the fever, and a few may even be Knocked Out. Time is running out and you, as the Narrator, should make them fully aware of that.

There really is no action that takes place in this scene. The cats must continue their search. You should use this scene as a reminder that the cats are starting to feel more and more worn down. As you describe the upcoming scenes, stress how tired they are and how ill they are feeling. Try to get the players to think about what it feels like to be running a high fever—the disorientation and confusion and exhaustion—and convey that their cats are feeling just that way.

What Happens Next: If more than half of the cats are still awake and active, continue with **20**.

If more than half of the cats are Knocked Out, continue with **12**.

18. Not the Right Pool

Read Aloud: "You've found a beautiful pool—calm, clear water, tall grass growing around its banks. Surely this is where the feverfew will be found."

Narrator Tips: Let the cats search around the pond briefly, allowing them to make See or Smell or Ponder Checks, if they like. Cats with the Herb Lore Knack may use that in these efforts. Pretty quickly, though, they should realize that there is no feverfew around this pool, so they must be in the wrong place.

Let the cats make another group Ponder Check to gain an insight. This is just as described in scene 15 except that it is a little easier (since they have gained some experience from this wrong turn). This time they gain insight if the group total is equal to or higher than the number of cats x4. And, if they wind up trying this again later in the adventure, the target for the Ponder Check multiplier drops by 1 each time (so it's cats x3 on the third Check and cats x2 on the fourth).

What Happens Next: If the cats failed to get an insight, they must retry scene **18** again. Don't tell them that they are doing the same scene a second time. Improvise a slightly different Read Aloud section and make them feel like they have certainly found the right pool this time.

If the cats have successfully gotten an insight into the problem, continue with **5**.

19. Feverfew

Read Aloud: "Along the water's edge, hidden among the roots of tall grass and reeds, you finally find it—a thick, green, overflowing patch of feverfew!"

Narrator Tips: Success! The cats have found the feverfew!

Using the instructions given to them by the medicine cats, they can gather as much of the herb as they need. And the cats who are currently suffering from the ill effects of the fever can begin taking the medicine right away. They won't be completely healed, but they will feel a little bit better right away. (They get 1 chip of immediate bonus healing.)

The adventure is over, but let the players describe what their cats are doing and how they will get the feverfew back to the Clan territory. Then skip ahead over the two days of travel, and describe the scene when the cats return.

At first, the medicine cats will simply grab the herbs and get to work, perhaps leaving the characters to feel unappreciated. But later, the medicine cats and the Clan leaders and all the other healthy members of the Clans will come and thank them, telling them that they are real heroes. And it's true.

What Happens Next: The adventure is over. Well done!

20. One Special Pool

Special Note: The cats may come to this scene more than once. After the first time, there is no need to reread the Read Aloud section; just get to the meat of the scene.

Read Aloud: "The other pools are certainly beautiful, there's no doubt about it. But there is something special about this pool. And there is a fresh, hopeful scent in the air."

Narrator Tips: The cats are absolutely certain that this is the right pool. The scent of feverfew fills the area. Unfortunately, that makes it more difficult to determine where exactly the patch is. It will take a group effort to find it.

Each cat must make either a See or a Smell Check. Add their totals together to get a group total. Write that number down; you may need to remember it later. If the group total is equal to or greater than the number of cats x6, they have succeeded in finding the feverfew. If the group total is less than that number they have failed to find the herb.

It is possible that the cats will fail to find the feverfew on their first attempt. If so, they will have to visit this scene a second and possibly a third time. Each time they do, they build on the same group total. So, for example, if there are six cats, the group total must be 36 in order for them to succeed (6 x 6 = 36). If the first group total is only 15 points, then the next time the cats try they add their new group total to the old one. So if the second group total is 12, the overall group total is now 27 (15 + 12 = 27). That's still not enough to succeed, but it's getting close. They'll almost certainly succeed on the third try.

What Happens Next: No matter what the results of the search are, the cats must first face the ravages of the fever. Continue with **5**, but then come back here to see the final resolution.

If the cats succeed in finding the feverfew, continue with **19**.

If the cats fail to find the feverfew, continue with **17**.

21. Fight!



Read Aloud: “The badger launches itself straight at you, snorting and growling and baring its teeth. But as sharp and dangerous as those teeth look, you know that the real danger is the badger’s claws!”

Narrator Tips: This is the big fight. Either the cats will win, or the adventure will end in tragedy for them and all the cats suffering through the fever back in the Clan territory.

The thing that makes the badger especially dangerous is that it’s a vicious fighter with incredible speed. In each Round of this fight, the badger may be able to attack twice. It always attacks first; then all of the cats attack. If any of the cats try to Swat or Wrestle with the badger and fail on their attack Checks, the badger gets to make a second attack at the end of the Round.

When the badger makes a Swat Check, the total is 7. If the badger hits, its Strength Check has a total of 8 when determining damage. When the cats attack, the badger’s Jump Check total is 7. Its Strength score, for determining how much damage the cats do, is 5. Once a fight starts, the badger will not quit until it is Knocked Out—it has a total of 15 chips that must be lost before this happens.

In most scenes, if one cat is Knocked Out, the whole team loses—even if they beat the enemy. Since this is the climax of the adventure, though, the group can still win even if one or two of their members are beaten. If half or more of the cats in the group are Knocked Out, though, then the whole team loses—there aren’t enough cats left to bring back sufficient amounts of feverfew. If, however, the badger is beaten and more than half the cats are still standing, the team wins.

What Happens Next: If the cats Knock Out the badger and less than half the cats are Knocked Out, continue with **20**.

If half or more of the cats are Knocked Out, continue with **12**.

22. Dog Fight

Read Aloud: “With a roaring bark, a large brown dog leaps from the back of one of the monsters.”

Narrator Tips: The cats have very few choices at this point. They can try to run up the hill and hope the dog doesn’t follow them, they can fight the dog, they can climb a tree, or they can retreat down the hill and hope the dog doesn’t follow them.

Up the Hill: This is the worst choice the cats can make. The dog will catch them and start a fight, but in the first Round, the target cat cannot make a Jump Check to avoid the dog’s bite—he or she is automatically hit—and none of the cats may make attacks. It is basically just a free bite for the dog.

Fight: Fighting the dog works the same as any fight (see Chapter Five of the game rules). In each Round, the dog goes first and will attack one cat. It is probably best to use a random method (like Evens & Odds or Rock, Paper, Scissors) to pick exactly which cat gets attacked, though a particularly brave cat can volunteer to get the dog’s attention. After that, all the cats get to go.

The dog does not Swat; it only Bites (and remember that Bites do extra damage). Its Bite Check has a total of 8. When the cats are attacking, the dog has a Jump Check total of 5. When it comes to inflicting or taking damage, the dog has a Strength score of 6.



The dog is really just a big bully. It’s happy to pick on the cats as a mean kind of game, but if the cats actually hurt it too much, the dog will run away. If the cats manage to do 6 chips worth of damage to the dog, it will give a loud yelp and run away to hide in the back of the truck. The cats can then safely get away.

Climb: There are plenty of trees around to climb. If the cats just want to get away from the dog’s teeth, they only have to succeed at a Climb Check with a total of 4. Of course, once they’re up in the trees, there’s nowhere to go, and they have to make another Climb Check to stay balanced—if the Check fails, they have to come down out of the tree. If they have to or choose to come down, the cats will have to fight the dog.

Describe the situation like a scene in a scary movie. The dog is at the bottom of the tree, barking and howling. The cats are stuck in trees that are swaying dangerously in the breeze. Make the cats all attempt a total of 3 extra Climb Checks to see if they can keep from falling off their perches. If they do, the dog gets bored and goes back to the truck. Then the cats can come safely out of the trees and hopefully get away from the dog. They still have to make Sneak Checks (as described in scene 10) to get safely across the yard.

Down the Hill: The dog will not chase the cats down the hill. They can choose which alternate route they want to take.

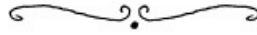
What Happens Next: If the cats get away from the dog, continue with **5**.

If any of the cats are Knocked Out, continue with **12**.

If the cats retreat and prefer to go directly into the deep part of the woods, continue with **7**.

If the cats retreat and prefer to take the route by the river instead, continue with **6**.

If the cats retreat and prefer to go into the woods where the monster noises are coming from, continue with **4**.



After the last scene of the adventure has been played, the game itself is not necessarily over. There still are a few things you can do if the players want to keep at it.

Play It Again

One of the great things about storytelling games is that you can always tell the story again. And, since so many of the events depend on Skill Checks, it won't always go exactly the same way.

There may be parts of the adventure that the cats never got around to exploring (especially if they only tried one path up the hill). Playing again will let everyone see all the parts of the story and give other players the chance to try their hands at being the Narrator.

In particular, if the adventure ended badly, you and the players may want to try a second time. Maybe starting back at the beginning, or perhaps picking up somewhere in the middle where it feels like things went wrong.

Experience

If the cats completed the adventure successfully, then they all get Experience rewards. It is important to note, though, that each cat can only get experience from this adventure once! If you play through and successfully finish the adventure several times, your cat only gains the rewards listed below after the first time he or she completes the adventure.

If you use different cats each time, though, each one can get the experience rewards. The rule is not that a player can only get experience once, it's that a cat can.

Age: Although the action in this adventure clearly all happens over the course of just a few days, the presumption is that this is the most interesting and exciting thing that happens to your cat during the whole of that moon. Increase your cat's age by 1 moon and make any appropriate improvements described in Chapter Four of the game rules.

Skill: On top of the improvements your cat gets from aging, he or she also gains 1 level in one of the following Skills (your choice!): Focus, Ponder, See, Smell, Swim.

More adventures can be found at the back of each novel in the Omen of the Stars series, and you can find extra information at the warriorcats.com website.

